



**THE USE OF COOKING ACADEMY GAME
IN TEACHING ENGLISH VOCABULARY TO THE TENTH GRADE STUDENTS
OF SMK ROUDLOTUL MUBTADIIN IN ACADEMIC YEAR 2015/2016**

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**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2016**



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SKRIPSI

Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Completing the Sarjana Program
in English Education

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2016**

MOTTO AND DEDICATION

MOTTO

The most complicated skill is to be simple.

-Dejam Stojanovic-

Never explain yourself to anyone, because the one who likes you would not need it, and the one dislikes you would not believe it.

-Ali bin Abi Thalib-

Dream believe it and make it happens.

-Agnes Monica-

DEDICATION

This skripsi is dedicated to:

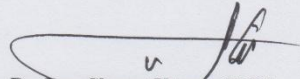
- ✚ Her beloved parents, Mr. Ma'mun and Mrs. Ulfah, thanks for their pray and support.
- ✚ Her beloved caring sisters and inspiring brothers.
- ✚ Her all beloved lecturers.
- ✚ Her all beloved friends.
- ✚ Everyone who cares and loves her.

ADVISOR'S APPROVAL

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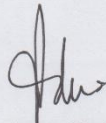
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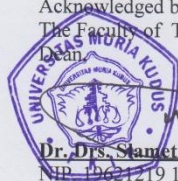
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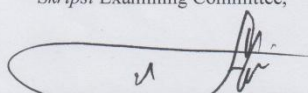


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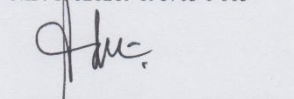
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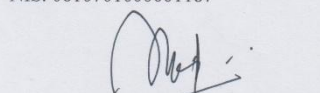
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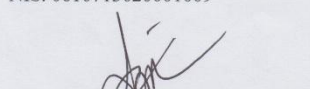
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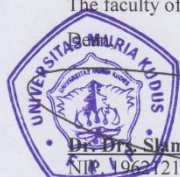
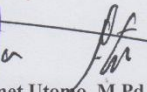

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This skripsi is submitted as a partial fulfillment of the requirement for the degree of “Sarjana Pendidikan” in English Department of Teacher Training and Education Faculty of Muria Kudus University.

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Finally, the writer will be happy to welcome any construction criticism and suggestion. Hopefully, the skripsi would give contribution for teacher and students.

Kudus, 1st September 2016

Wahyu Lu'luil Maulidiyah

ABSTRACT

Maulidiyah, Wahyu Lu'luil 2016. *The Use of Cooking Academy Game in Teaching English Vocabulary to The Tenth Grade Students of SMK Roudlotul Muhtadiin in Academic Year 2015/2016*. Skripsi. English Education Departement. Teacher Training and Education Faculty. Muria Kudus University. Advisor (1) Dr. Drs. Slamet Utomo, M.Pd (2) Agung Dwi Nurcahyo, S.S, M.Pd

Keys Words : Vocabulary, Cooking Academy Game

English is a global language that every side of human life uses for communication, one of the important components of language is called vocabulary. Without vocabulary, students can not apply language well. The English teacher in SMK Roudlotul Muhtadiin said that the tenth grade students still have difficulties to mastery English vocabulary and to use the correct vocabularies in daily conversation. So we need strategy to mastery the English vocabulary especially in cooking field. To solve the problem, the writer used cooking academy game as strategy to teach English vocabulary.

The aim of this research is to find out whether or not there is significant difference between the mastery of English vocabulary of the tenth grade students of SMK Roudlotul Muhtadiin in academic year 2015/2016 before and after being taught by using cooking academy game.

The writer used experimental research design of single group. This research conducted at SMK Roudlotul Muhtadiin. The subject of this reserach is the whole students of the tenth grade of cooking class students of SMK Roudlotul Muhtadiinin academic Year 2015/2016. The writer did the test to know the mastery of English vocabulary of the students before and after was given treatment (pre-test and pos-test) using Cooking Academy game with 25 multiple choice items as instrument of the research.

Based on the result of calculating data of t-test of vocabulary mastery, the writer found t-observation 8,38 while t-table 2,31 with level of significant 5% and degree of freedom (df) 8 because of t-observation 8,38 > t-table 2,31 the writer accepted the hypothesis which said that the mean of the English vocabulary mastery score's before being taught through Cooking Academy Game is not the same with the mean score of the English vocabulary mastery score after being taught through Cooking Academy game. In other words, there is a significant difference between the mastery of English vocabulary to the tenth grade students of SMK Roudlotul Muhtadiin in academic year 2015/2016 before and after being taught by using Cooking Academy game. Based on the result above, the writer suggested that the English teacher should use Cooking Academy game as an alternative technique to teach English vocabulary.

ABSTRAKSI

Maulidiyah, Wahyu Lu'luil 2016. *Penggunaan cooking academy game dalam pengajaran Kosa Kata Bahasa Inggris Siswa Kelas X SMK Roudlotul Muhtadiin Tahun Ajaran 2015/2016*. Skripsi : Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Muria Kudus. Penguji : (1) Dr. Drs. Slamet Utomo, M.Pd (2) Agung Dwi Nurcahyo, S.S, M.Pd

Kata Kunci : Kosa Kata, Cooking Academy Game.

Bahasa Inggris merupakan bahasa global yang digunakan dalam setiap sisi kehidupan manusia dalam hal berkomunikasi. Salah satu komponen penting dari bahasa yang disebut kosa kata. Tanpa kosa kata siswa tidak dapat menggunakan bahasa dengan baik. Guru bahasa Inggris di SMK Roudlotul Muhtadiin mengatakan bahwa siswa kelas X masih mengalami kesulitan untuk menguasai kosa kata dan menggunakan kosa kata dengan benar dalam percakapan sehari-hari. Jadi kita perlu strategi untuk meningkatkan kemampuan kosakata terutama di jurusan memasak. Untuk mengatasi masalah tersebut, penulis menggunakan Cooking Academy game sebagai strategi untuk mengajar kosa kata bahasa Inggris.

Tujuan dari penelitian ini adalah untuk mengetahui apakah ada atau tidak ada perbedaan yang signifikan antara penguasaan kosa kata siswa kelas X SMK Roudlotul Muhtadiin tahun ajaran 2015/2016 sebelum dan sesudah diajar menggunakan Cooking Academy game.

Penulis menggunakan model eksperimen kelompok tunggal. Penelitian ini dilakukan SMK Roudlotul Muhtadiin. Subjek penelitian ini adalah seluruh kelas X Tata Boga SMK Roudlotul Muhtadiin Tahun Ajaran 2015/2016. Penulis melakukan pengujian penguasaan kosa kata siswa sebelum dan sesudah diberikan perlakuan menggunakan Cooking Academy game dengan 25 soal pilihan ganda sebagai instrumen penelitian.

Berdasarkan hasil perhitungan data t-test penguasaan kosa kata, penulis menemukan t-observasi 8,38 sedangkan t-table 2,31 dengan tingkat signifikan 5% dan derajat kebebasan (df) 8 karena $t\text{-observasi } 8,38 > t\text{-table } 2,31$ penulis menerima hipotesis yang mengatakan bahwa rata-rata nilai penguasaan kosa kata sebelum diajar menggunakan Cooking Academy game dengan rata-rata nilai penguasaan kosa-kata setelah diajar menggunakan Cooking Academy game. Dengan kata lain ada perbedaan yang signifikan antara penguasaan kosa kata siswa kelas X SMK Roudlotul Muhtadiin tahun ajaran 2015/2016 sebelum dan sesudah diajar menggunakan Cooking Academy game.

Berdasarkan dari hasil di atas, penulis menyarankan kepada guru bahasa Inggris untuk menggunakan Cooking Academy game sebagai strategi alternatif untuk mengajar kosa kata bahasa Inggris.

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